



ADULT KICKBALL

COED/Women's

August 2021



BREC ATHLETICS
6201 Florida Blvd
Baton Rouge, LA
225.272.9200

THE RECREATION AND PARK COMMISSION FOR THE PARISH OF EAST BATON ROUGE

Dear Team Manager,

On behalf of the Recreation and Parks Commission for the Parish of East Baton Rouge, we would like to welcome you as a participant in our Adult Kickball Program.

Our goal is to offer quality sports programming at affordable prices and see that each participant has an enjoyable leisure experience.

Please read the rulebook at your first opportunity to familiarize yourself with our league's rules and regulations.

We now have an online registration system. You can establish your online account at www.brec.org. For additional information, you can contact athletics@brec.org or you can also visit our department's web site at <http://www.brec.org/index.cfm/subhome/athletics>.

All managers/coaches must take the SPORTSMANSHIP class. (NFHS Sportsmanship Course <http://nfhslearn.com/courses/37000>) Submit completion certificate with team registration form.

All manager/coaches must take the CONCUSSION training course (Center for Disease Control and Prevention Concussion Training Course <https://www.cdc.gov/headsup/youthsports/training>) Submit completion certificate with team registration form.

Again, welcome to our program. Wishing you and your team a very enjoyable and successful season.

Sincerely,

BREC Athletics

The Recreation and Park Commission for the Parish of East Baton Rouge reserves the right to make changes to this document as necessary during the season.



THE RECREATION & PARK COMMISSION FOR THE PARISH OF EAST BATON ROUGE

TEAM REGISTRAION

Player Contracts

All adult players' registration forms consist of a household information form, adult participant code of ethics and a signed waiver form per player. Every registered player must be listed on the team roster that will be turned into BREC Athletics Department.



COACH & SUPPORTER CODE

NO COACH or SUPPORTER who is associated with your team is allowed under no circumstances to say (shout/criticize/heckle) anything to a BREC Sports official (Court/Scores Table). Any coach/parent/supporter who is cited with saying anything to a BREC Sports Official will be the result of a technical foul (2 shots) called/charged against the team (issued to the Head Coach) in which the erratic supporter is affiliated. If a second (2nd) technical foul is called/charged against the team of the coach/parent/supporter, the team with two (2) Fan/Supporter Technical Fouls will forfeit the game immediately and the Head Coach will serve a one (1) game suspension. Coaches are responsible for the actions of their supporters.

Acknowledgement of Rule Book & Bylaws

TO BE READ AND SIGNED BY COACH/MANAGER OF LEAGUE TEAM(S): I hereby represent that I am the coach/manager of the team(s) participating in BREC league play whose name appears below. I am familiar with and consent and agree to the terms and provisions set forth in this release of the rule book & bylaws, on behalf of myself and/or organization.

Coach Signature: _____

Print Name: _____

League: _____

Date: _____

Team/Organization Name: _____



BREC CODE OF CONDUCT

- No manager, player, or spectator shall physically/verbally threaten, lay a hand upon, shove, or strike an official, field supervisor, staff member, player and/or spectator.
- No manager, player, and/or spectator shall be guilty of objectionable and/or disruptive verbal demonstrations of dissent at an official's or field supervisor's decision or refuse to abide by official's or field supervisor's decision. No manager, player, and/or spectator shall be guilty of verbal abuse to include references to an individual or group's race, religion, gender, national origin, disability or age.
- Participants shall not use flagrant rough tactics against an opposing player.
- There shall be no unnecessary throwing of equipment, or any other objects.
- There will be no cause for defacement or destruction to any public facility or equipment.
- Participants (managers, coaches, players, etc.) may not falsify their own name or any other player's name on a team roster, scoresheet, or any other league document. The use of ineligible or illegal players is not permitted.
- Individuals and/or teams violating the Code of Conduct will be subject to league discipline action which may include one or more of the following actions: game ejection, game forfeiture, game suspensions, probation and/or seasonal suspension.

BREC PARK POLICIES

- No alcoholic beverages may be brought onto or sold on BREC property. (City Parish Ordinance, Title 13: Section 13:1010)
- Pets must always be leashed, and droppings removed. For information on our Dog Park locations, please call 272-9200 ext. 400. (City Parish Ordinance Title 14, Chapter 2, Sec. 14:204)
- Firearms, explosives and weapons of any type are prohibited in all park areas. (City Parish Ordinance, Title 13: Section 13:1011)
- Gambling or games of chance are prohibited on BREC property. (City Parish Ordinance, Title 13: Section 13:90.2)
- Firearms, explosives and weapons of any type are prohibited in all park areas. (City Parish Ordinance, Title 13: Section 13:1011)
- Please help keep your parks clean by placing all trash and litter in receptacles provided at all BREC parks. For safety purposes glass containers are prohibited within parks.
- Sale of merchandise, food and beverage, solicitation of fees or donations, or conducting any type of business or event, including distribution of flyers, signs or other advertising mediums is prohibited without permit from BREC Commission. (City Parish Ordinance Title 3, Chapter 5, Sec 3:90- 93) For additional information regarding permits see Special Events.
- Park patrons are advised to be cautious of purchasing any product or merchandise from a vendor in a BREC park not displaying a BREC Permit or not selling from a designated BREC concession stand.
- Teams/Spectators may not play their own music inside of a BREC park before, during, or after games.
- ***Teams/players violating any BREC park policy may be subject to forfeiture of the game and/or expulsion from the league.***



Team Manager Responsibilities

➤ *Team managers serve as a communication between BREC and staff to members of their team. Therefore, it is important that all team managers communicate effectively, pertinent information submitted from the Athletics Department. We ask that all team managers read each document thoroughly and carefully, and as well as all included attachments, if needed.*

➤ **It is the responsibility of team manger to make sure that...**

- ✚ All rosters are submitted and completed, prior to the season startup date.
- ✚ All rosters are updated when new player additions are made.
- ✚ Each player, coach, and/or manager participating has signed their roster/waiver prior to participation.
- ✚ Each player is aware of the rules, procedures, and player code of conduct put in place by BREC
- ✚ The athletics department is notified properly on any forfeited game, so that arrangements are made for the opponent of that team.
- ✚ All rescheduled games, game cancellation, and forfeits are relayed to members of the team.
- ✚ All written protests are submitted to the Athletics Office within 2 (48 hours) business days of the incident in question.
- ✚ All players are in the appropriate color uniform based on HOME or VISITOR bench, with numbers affixed to jersey. *Players who fail to comply will be ruled ineligible to participate.*
- ✚ That members of their team, fans and/or parents conduct themselves in a manner within accordance of BREC league rules and Code of Conduct.
- ✚ ▪ Relay/Forward all player suspension documents to member(s) of their team, if needed.

TO BE READ AND SIGNED BY COACH/MANAGER OF LEAGUE TEAM(S): I hereby represent that I am the coach/manager of the team(s) participating in BREC league play whose name appears below. I am familiar with and consent and agree to the terms and provisions set forth in this release, on behalf of myself and organization.

Coach Signature: _____

Print Name: _____

League: _____

Date: _____,

Team/Organization Name: _____



ADULT PARTICIPANT CODE OF ETHICS

I hereby pledge to provide positive support, care and encouragement for my team participating in youth sports by following this Code of Ethics.

1. *I will remember that I participate to enjoy athletics with other adults in a competitive yet respectful manner.*
2. *I will inform the coach/manager of any physical disability or ailment that may affect my safety or the safety of others.*
3. *I will learn the rules of the game and the policies of the league.*
4. *I (and my guests) will be a positive role model for all who attend/participate and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game or practice.*
5. *I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, or player such as booing and taunting, refusing to shake hands, or using profane language or gestures.*
6. *I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.*
7. *I will play by the rules and resolve conflicts without resorting to hostility or violence.*
8. *I will treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.*
9. *I will never ridicule or yell at my peers or other participants for making a mistake or losing a competition.*
10. *I will emphasize skill development and practices and how they benefit my peers more than winning.*
11. *I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for myself or team to win.*
12. *I will respect the officials and their authority during games and will never question, discuss, or confront coaches on the field, and will take time to speak to coaches at an agreed upon time and place.*
13. *I will comply with all rules of the BREC Adult Sports Leagues.*

Team/Organization Name: _____

TO BE READ AND SIGNED BY PARTICIPANT: I hereby represent that I am the participant whose name(s) appears below. I am familiar with and consent and agree to the terms and provisions set forth in this release/adult participant code of conduct, on behalf of myself.

Signature: _____

Uniform #: _____

Print Name: _____

Date: _____

By placing your email below, you are giving permission for BREC staff to send updated league information, as well as upcoming BREC leagues/events in the future. Please print legibly.

Email address: _____



COACHES/MANAGER CODE OF ETHICS PLEDGE

I hereby pledge to live up to BREC's Coaches Code of Ethics.

I will place the emotional and physical well-being of my players ahead of any personal desire to win.

I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group.

I will do my very best to provide a safe playing situation for my players.

I promise to review and practice the necessary first aid principles needed to treat injuries of my players.

I will do my best to organize practices that are fun and challenging for all my players.

I will lead, by example, in demonstrating fair play and sportsmanship to all players.

I will ensure that I am knowledgeable in the rules of each sport that I coach, and that I will teach these rules to my players.

I will use those coaching techniques appropriate for each of the skills that I teach.

I will remember that I am a youth coach, and that the game is for children and not adults.

By placing your email below, you are giving permission for BREC staff to send updated league information, as well as upcoming BREC leagues/events in the future. Please print legibly.

Email address: _____

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Coach Signature: _____

Print Name: _____

League: _____

Date: _____,

Team/Organization Name: _____



KICKBALL AT A GLANCE

WAKA Kickball - The World Adult Kickball Association is the preeminent adult kickball organization and the world governing body of kickball. Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with 10 fielders, 7 innings (if time allows), 2 base coaches, bounces, no head shots, one based on an overthrow, forced outs, and no ghost men. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

PLAYING FIELD AND EQUIPMENT

1. THE PLAYING FIELD

1.01 The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field (see Diagram 2):

- a. the kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner.
- b. the distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each.
- c. the pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal.
- d. the pitching mound extends 12 feet from the center of the pitching strip (see Rule 8.02).
- e. the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area (see Rule 1.07).
- f. when available, cones are placed: at the outside corner of first, second, and third base, and not touching the base; on the foul lines 30 feet or about 10 paces behind first and third base; and on the sidelines 10' from home plate.
- g. the kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline cones perpendicular to the front of home plate make up the sides of the kicking box. The kicker is not required to start in the kicking box; however, the kick must occur within the kicking box (see Rule 9.02b).
- h. the foul lines are fair territory.

1.02 The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate (see Diagram 4). The strike zone may not be marked by cones or other raised objects.

1.03 All participants must respect and obey all rules and regulations pertaining to the field used for games.

1.04 Any player or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

1.05 Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

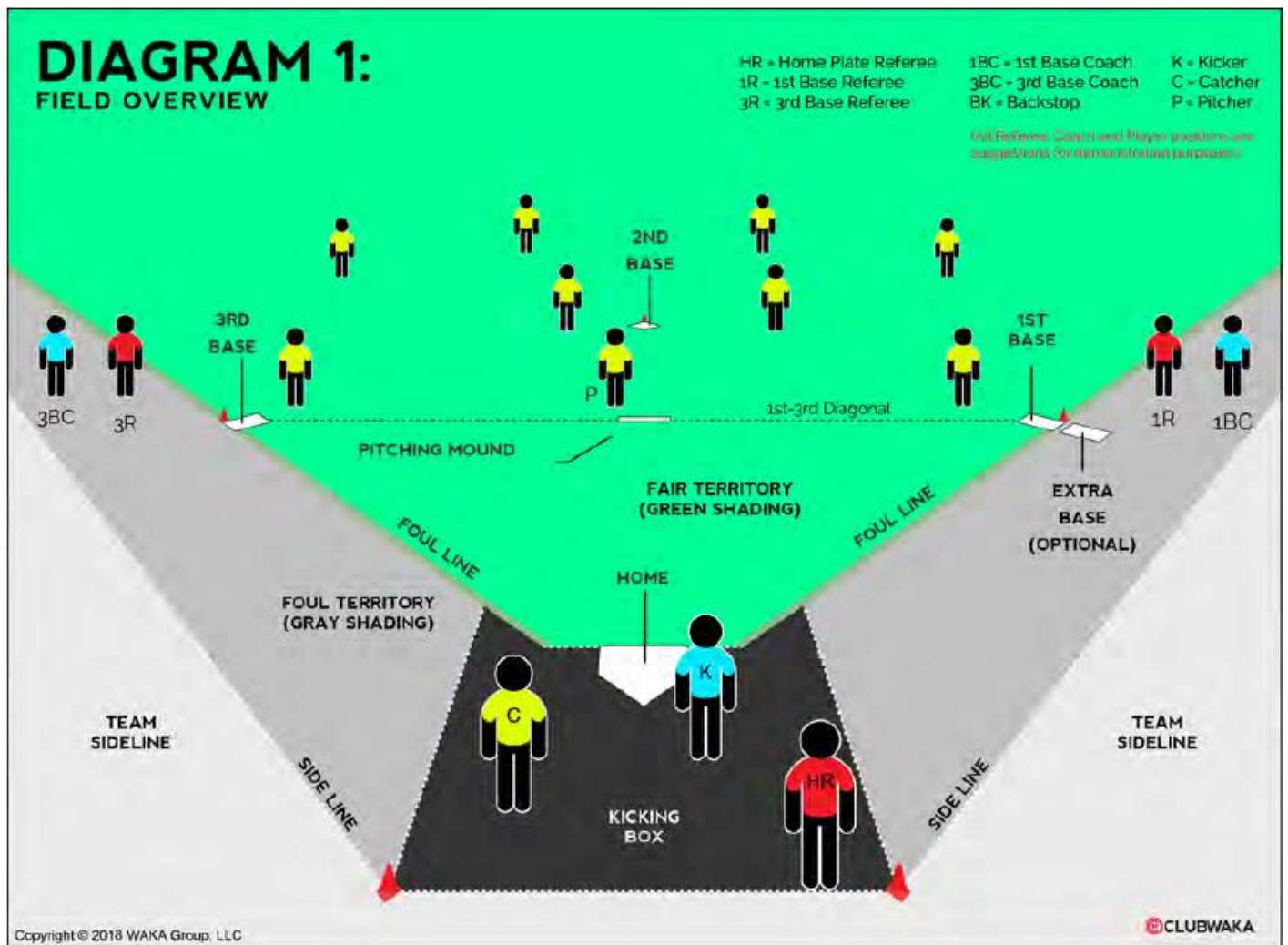
1.06 - Optional Extra Base: When available, an additional base may be set up adjacent to First Base to provide more room for the runner (see Diagram 5). If an Extra Base is used:

- a. The Extra Base is only available for runners traveling from home plate (see Rule 10.06).



- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe.
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out, except under the exception in Rules 1.06f and 1.06g.
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out.
- e. No additional base may be used at any other base.
- f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base (see Rule 14.02o).
- g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner (see Rule 1.06a) using or touching First Base in any other circumstance is out.

1.07 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area (see Rule 1.01 and Diagram 2) except for the kicker, Referees, and designated base coaches (see Rule 6.01). After the kick, fielders, and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.



2. EQUIPMENT

- 2.01 While participating, players must properly wear the official athletic clothing designated for their use.
- 2.02 Athletic shoes are required. Metal cleats are not allowed.
- 2.03 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee (see Rule 3.01) as a performance enhancement must be removed or the player will be removed from play.
- 2.04 The official kickball is the red WAKA Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.
- 2.05 All player attire is an extension of the player.

OFFICIALS

3. REFEREES

- 3.01 Games must be officiated by at least one authorized official, the Head Referee. When available, at least two officials referee each game: A Head Referee, and a First Base Referee. The Head Referee governs all game play and issues all final rulings and has final authority on equipment issues. Other Referees may assist these officials when available.
- 3.02 Prior to each game, the Head Referee must conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups (see Rule 4.01), and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game (see Rule 5.03).
- 3.03 Referees have jurisdiction over play and may:
- call a timeout.
 - penalize a player, including game ejection, for any reason. This includes but is not limited to
 - unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must
 - leave the field area and may not return to the game.
- 3.04 Referees have jurisdiction over play and must:
- cancel the game if lightning is seen or delay it until safe to continue.
 - keep a record of the final game score.
- 3.05 Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

PARTICIPANTS

4. PLAYER ELIGIBILITY

- 4.01 All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.
- 4.02 A claim of improper kicking order must be made to the Head Referee who will make the final determination.

Such a claim must contain two parts:

- that the written kicking order was exchanged in accordance with Rule 4.01.
- that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker.

The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker (see Rule 14.02i). A player removed from the kicking order for ejection, injury, illness, or any reason (per Rule 16.02) does not constitute an improper kicking order.

5. TEAMS

- 5.01 Each game shall have two (2) participating teams: The Away team, which kicks first each inning, and the Home team, which kicks last each inning.
- 5.02 While fielding, each team must field at least eight (8) and no more than ten (10) players. This must include one pitcher and one catcher always during the game.
- 5.03 For a given game, each team shall have one Captain and one Co-Captain (collectively "the Captains") who are jointly responsible for the team. The Captains may discuss calls with the Head Referee but must



accept the Head Referee's final ruling. Other players besides the Captains that dispute calls with the Referees are subject to ejection from the game (see Rule 3.03c).

6. BASE COACHES

6.01 Two members of the team at kick may coach first and third base, switching as needed with another team members to remain in the proper written kicking order.

6.02 Base coaches may not physically assist runners while the ball is in play (see Rule 14.02h).

GAME PLAY

7. REGULATION GAMES

7.01 Regulation games last seven (7) innings or no more than 50 minutes.

- a. In the event of a tie score at the end of the game, the game shall be marked as a tie.
- b. If the Home team (see Rule 5.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- c. If the Home team (see Rule 5.01) takes the lead during the bottom of the final inning, that team wins
- d. instantly and the game is over.
- e. No new inning may begin 50-minutes past the scheduled start time of a game.
- f. Any game still in progress at the 50-minute mark shall be called due to time and the final score will revert back to the previous completed inning (see Rule 7.02).

7.02 A game that is called off by the Referee (see Rules 3.03, 3.04) after three (3) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.

Regulation games called off that end in a tie shall be marked as a tie.

7.03 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled.

8. PITCHING, CATCHING AND FIELDING

8.01 Balls must be pitched by hand. There are no restrictions on pitching style.

8.02 Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball

reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the

infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.

Proper Field Position is —

- a. for Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal.
- b. for Pitchers:
 - a. The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 1.01d).
 - b. The pitcher must have at least one foot on or directly behind the pitching strip (see Rule 1.01c) when
- c. releasing the ball.
 - a. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
- d. for Catchers:
 - a. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane
- e. of the kicker, parallel to the front edge of home plate.
 - a. The catcher may not contact the kicker, nor position so closely to the kicker as to restrict the
- f. kicking motion.
 - a. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately
- g. tricky or unsportsmanlike.



9. KICKING

9.01 All kicks must be made by foot or leg, below hip level (see Rule 13.02e). Any ball touched by the foot or leg below hip level is a kick.

9.02 All kicks must occur:

- a. at or behind home plate. The kicker may step on home plate to kick; however, no part of the planted foot may be in front of or cross the front edge of the home plate (see Rule 13.02g).
- b. within the kicking box (see Rule 1.01g). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 13.02g). The kicker may line up outside of the kicking box.

10. RUNNING AND SCORING

10.01 Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 14.02k):

- a. Runners may choose their path from one base to the next and may follow a natural running arc.
- b. Runners are free to change course to avoid interference with a fielder making a play.
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

10.02 Obstruction. Fielders may be within the baseline when doing so is necessary to make an active play on the

ball, but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making

an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance

beyond this base while the ball is still in play.

10.03 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 14.02g).

10.04 Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit

in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If

the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

10.05 A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 14.02f).

10.06 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.

10.07 as Running on Overthrows.

- a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
- b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
- c. one based on an overthrow is a restriction on the runner – not an automatic right for the runner to advance.
- d. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

10.08 Running past another runner is not allowed. The passing runner is out (see Rule 14.02j).

10.09 A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

10.10 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 1.01b).



11. STRIKES

11.01 A count of three (3) strikes is an out.

11.02 strike is:

- a. a pitch that is not kicked and is not called a ball per Rule 12.03, that enters any part of the strike zone (see Rule 1.02).
- b. an attempted kick missed by the kicker inside or outside of the strike zone (see Rule 1.02).

11.03 Foul balls never count as strikes.

12. BALLS

12.01 A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks (see rule 12.02).

12.02 During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes (see Rule 11) or any resulting foul balls (see Rule 13.02), the kicker will be awarded a walk of two bases.

Base runners shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.

12.03 A ball is:

- a. a pitch outside of the strike zone as judged by the Referee where a kick is not attempted (see Rule 1.02).
- b. a pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
- c. a pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box.
- d. a pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.
- e. a pitched ball that is higher than one foot at the plate.

13. FAIRS AND FOULS

13.01 A count of three (3) fouls is an out. Foul balls never count as strikes.

13.02 A foul ball is:

- a. a kicked ball first touching the ground in foul territory (see Rule 1.01h, Diagram 3D).
- b. a kicked ball first touching a fielder or Referee wholly in foul territory, while the ball is over foul territory (see Rule 1.04).
- c. a kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base (see Rule 1.01h, Diagram 3C, 3D).
- d. a kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base, and touching a fielder or Referee wholly in foul territory (see Rule 1.01h, Rule 1.04).
- e. a ball put into play with any part of the kicker's body at or above the kicker's hip level (see Rule 9.01).
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker.
- g. a kicked ball first kicked outside of the kicking box (see Rule 9.02) (see Diagram 3C).
- h. a kicked ball first touching a permanent object, such as a batting cage or fence.
- i. a kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory.
- j. a kicked ball by a male player that comes to a full stop prior to crossing the 1st-3rd diagonal line without first being touched by a defensive player.

13.03 A fair ball is:

- a. a kicked ball landing and remaining in fair territory (see Rule 1.04) (see Diagram 3A).
- b. a kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base (see Diagram 3A, 3B).
- c. a kicked ball first touching a player or Referee in fair territory (see Rule 1.04).



- d. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground
- j. in foul territory (see Rule 1.04).
- e. a kicked ball that touches a runner before touching the ground in foul territory (see Rule 1.04).
- f. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory
- k. (see Rule 1.04).
- g. a kicked ball by a male player that touches a defender prior to reaching the 1st-3rd diagonal line.

14. OUTS

14.01 A count of three (3) outs by a team completes the team's half of the inning.

14.02 An out is:

- a. a count of three (3) strikes or three (3) fouls.
- b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground
 - l. during the act of catching and still be ruled an out if the fielder first displays full control of the ball and
 - m. maintains control after touching the ground.
- c. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before
 - n. the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if
 - o. the fielder displays full control of the ball while simultaneously tagging the base.
- d. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
- e. a kicker or runner that interferes with the ball (see Rules 15.02b and c).
- f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball (see Rule 14.02c), before the runner originating at that base can tag-up as required due to a caught ball (see Rule 10.05).
- g. a runner off base when the ball is kicked (see Rule 10.03).
- h. a runner physically assisted by a team member during play (see Rule 6.02).
- i. any kicker that does not kick in the proper kicking line up (see Rule 4.02).
- j. a runner that passes another runner (see Rule 10.08).
- k. a runner outside of the baseline (see Rule 10.01).
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play.
- m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play.
- q. play.
- n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an
- r. Extra Base is in use - see Rule 1.06).
- p. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 1.07).

15. BALL IN PLAY

15.01 Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

15.02 Interference is:

- a. when any non-fielder or non-permanent object except a Referee or a runner, touches or is touched by a ball



in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.

b. when any runner on or off base intentionally touches a ball or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance (see Rule 14.02e).

c. when any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came (see Rule 14.02e).

15.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

16. INJURY AND SUBSTITUTIONS

16.01 In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.

16.02 If a player is ejected, injured, becomes ill and cannot continue, or leaves the game for any reason, the written kicking order will continue in the same formation, less the removed player. A player removed from the kicking order for ejection, injury, illness, or any reason does not constitute an improper kicking order (per. 4.02) and there is no "automatic out" when the removed player's spot in the order is reached.

16.03 Injured players who do not kick shall not play in the game.

16.04 Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the Head Referee.

16.05 The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.

16.06 Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

OTHER

17. OTHER

17.01 The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, the World Adult Kickball Association (WAKA) / CLUBWAKA will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.

These rules are maintained at clubwaka.com and are subject to change without notice.

18. SPECIAL AMENDMENT FOR BUNTING ELIGIBLE LEAGUES

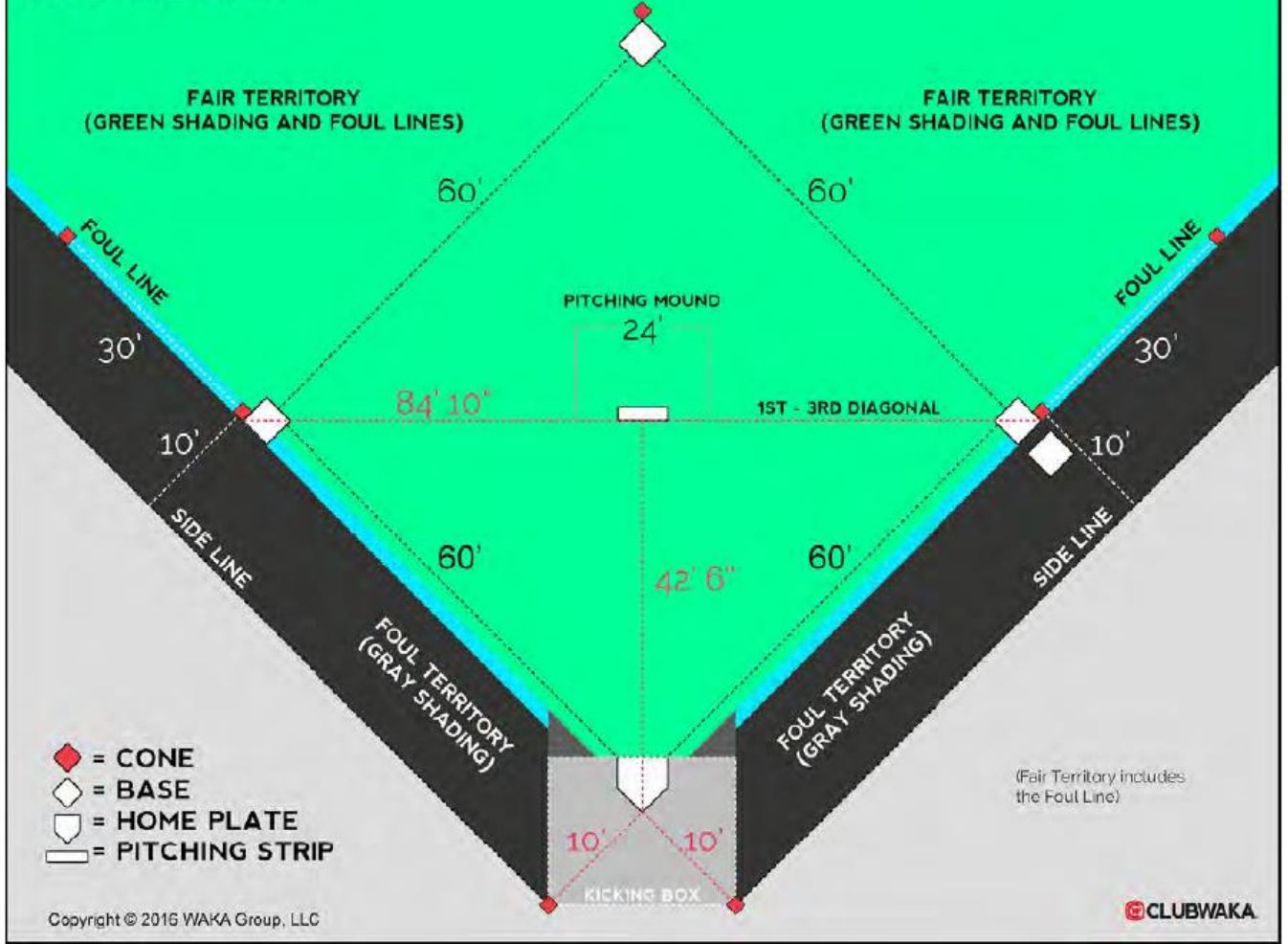
18.01 For games designated as "Bunting Allowed" the following rules are inapplicable:

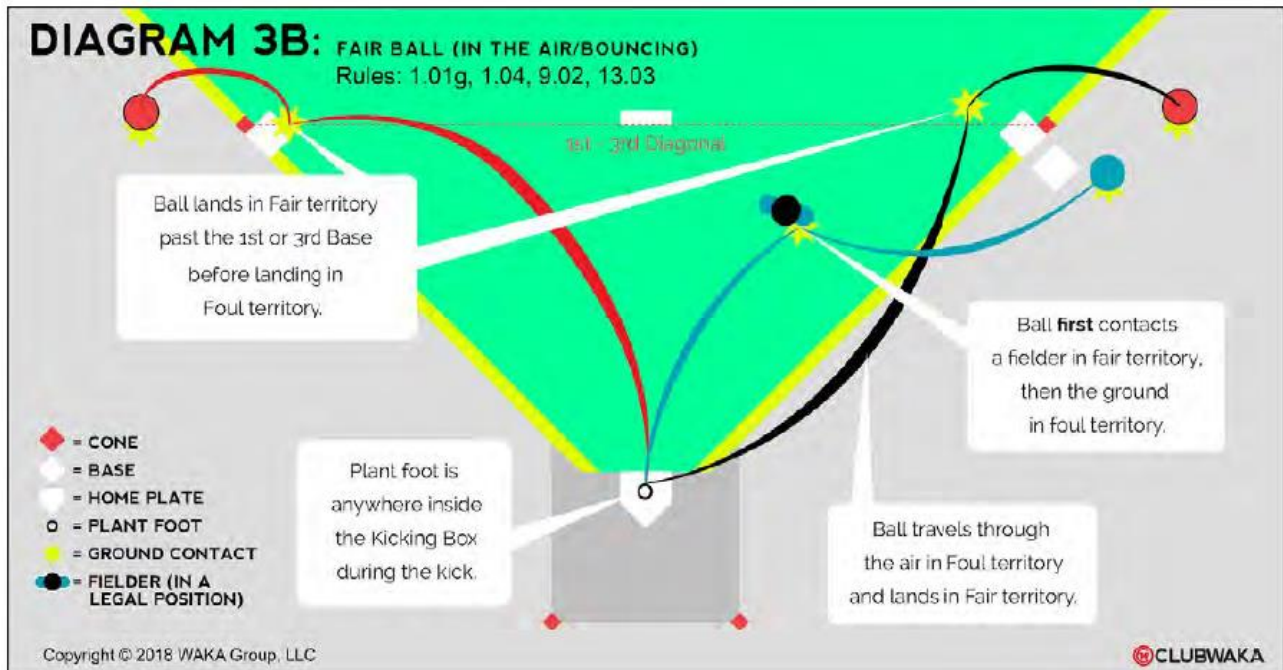
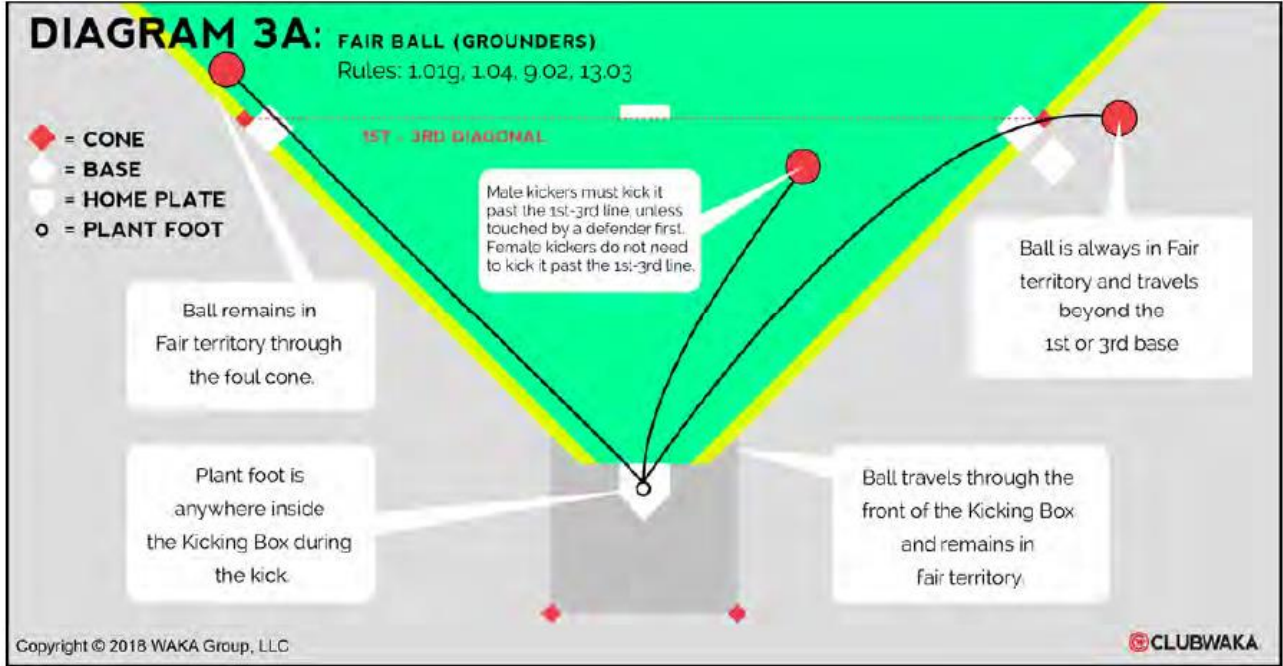
a. While fielding, each team must field at least eight (8) and no more than eleven (11) players. This must Always include one pitcher and one catcher during the game.

b. Rule 13.02j and 13.03g are not applied.



DIAGRAM 2: FIELD DIMENSIONS





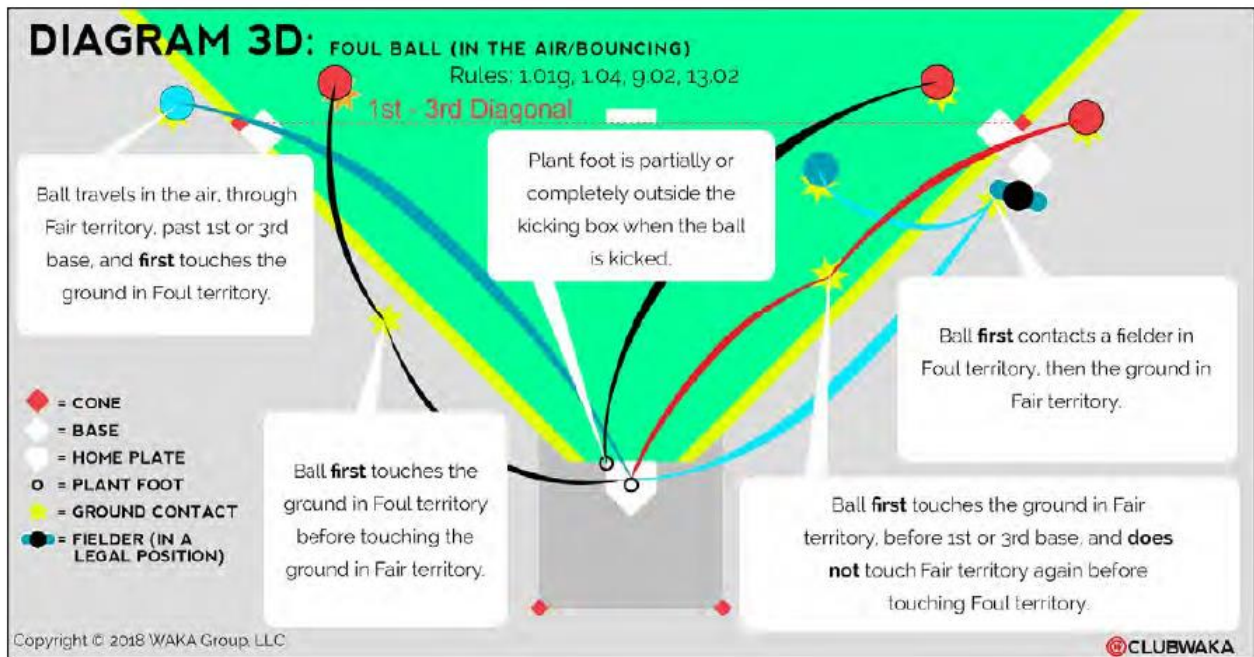
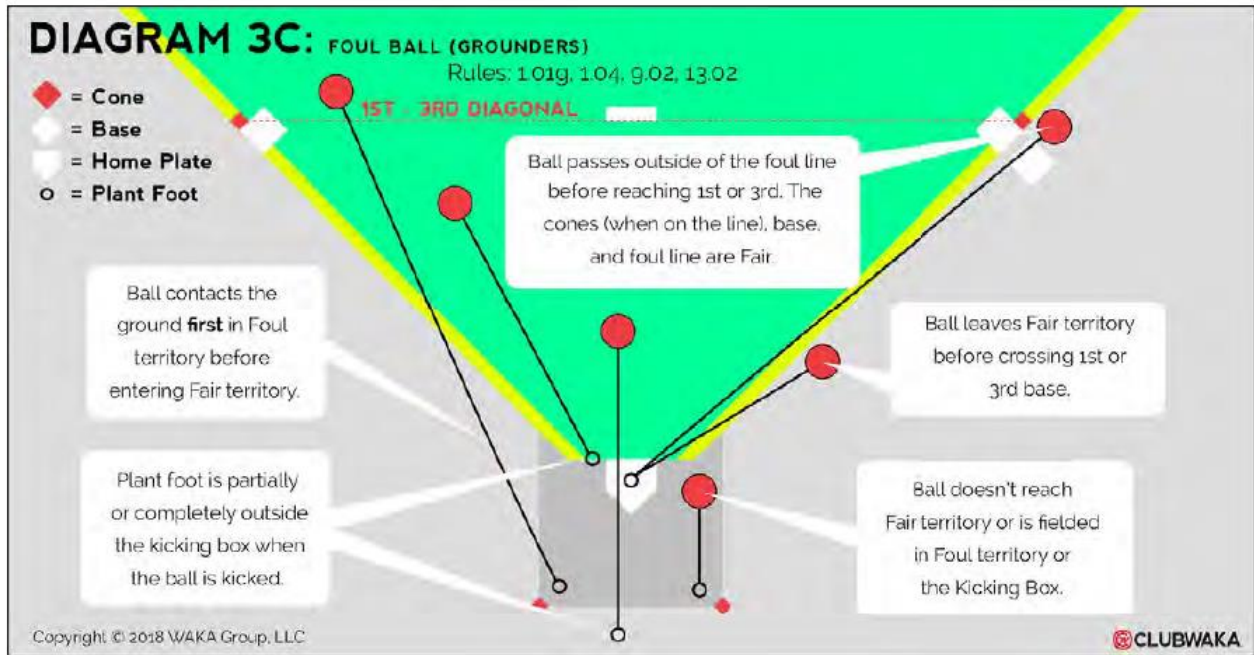
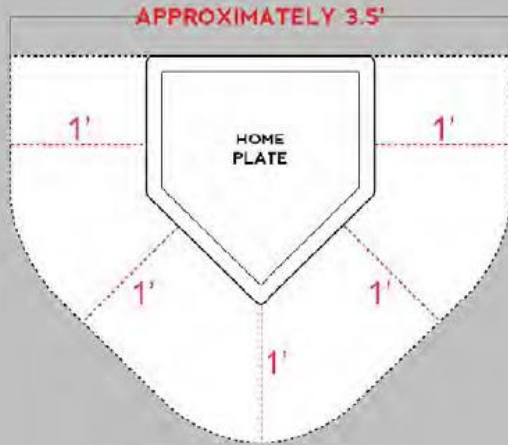
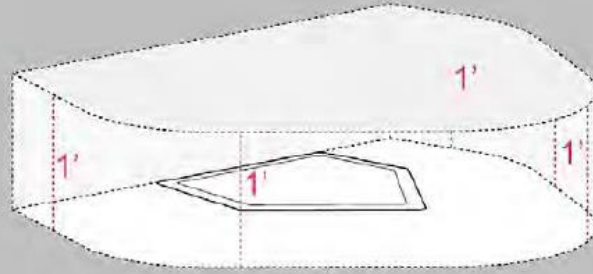


DIAGRAM 4: STRIKE ZONE

The Strike Zone extends 1' out from the side and rear edges of Home Plate (4a) and up to 1' directly above that plane (4b). (The Strike Zone is subject to Home Plate Referee's perception.)



4A: TOP VIEW OF STRIKE ZONE
(white shading)



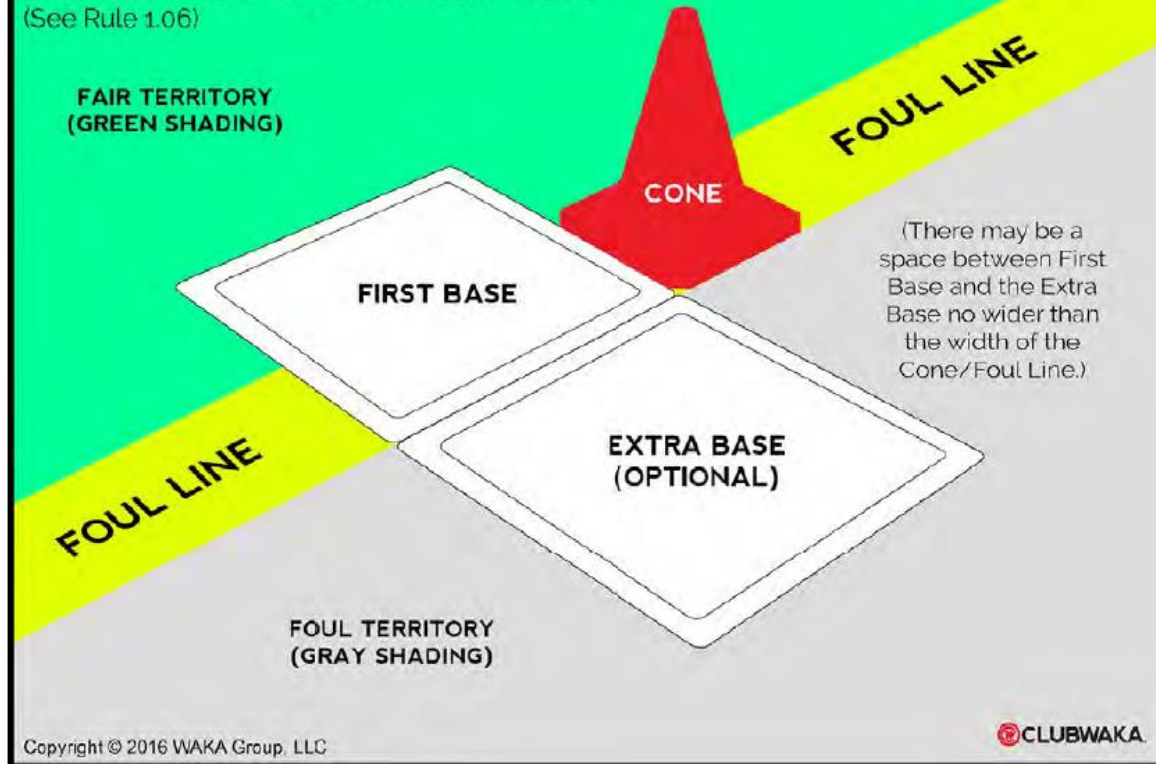
4B: 3D VIEW OF STRIKE ZONE
(white shading)

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DIAGRAM 5: OPTIONAL EXTRA BASE

(See Rule 1.06)



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Updated rules are maintained at www.clubwaka.com. Rules may be changed without notice by CLUBWAKA.



KICKBALL: Official Rules of the Game
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CONDUCT RULES

We ask that you always maintain a positive approach throughout the league and adhere to the following guideline:

Game officials shall have the respect and support of the coach. The coach shall not indulge in conduct which will incite the players or spectators against the officials. Public criticism of the officials or players is unethical

The coach should respect his opponents, display gracious behavior during competition and require his players to conduct themselves in similar fashion. Before and after the contest, rival coaches should meet and exchange friendly greetings to set the correct tone for the event.

Coaches shall actively use their influence to enhance sportsmanship by spectators

PLAYER BEHAVIOR

Any coach, or player verbally or physically abusing a game official, opposing player, or any other individual, will be ejected from the game and must leave the facility immediately. Any player refusing to leave will cause his team to forfeit the game. In the case of physical abuse or extreme unsportsmanlike conduct, additional disciplinary action can/will be taken by BREC's Athletic Department including but not limited additional suspensions and/or removal from the league. **COACHES WILL BE HELD RESPONSIBLE FOR THE ACTIONS OF THEIR TEAM MEMBERS AND FANS.**

SUSPENSIONS

A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly. If any player is ejected from the game, he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by BREC staff. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of BREC indefinitely, pending review by staff

EJECTIONS

All ejections carry a mandatory suspension of the next scheduled game. If a player is ejected twice (2) within one playing season, they are not allowed to participate within the playoffs or league for the next year until player's parent/guardian and coaches have contacted Athletics Department for a hearing on the matter.



PROTEST

All protest must be made on site prior to play resuming. Only team captains can confer with the officials. Protest must be lodged only for misinterpretation of rules. Protest must be lodged properly in writing and must be submitted to Athletic Department within two working days (Mon.-Fri.) after protested incident.

RETURNED CHECKS

Teams will be eliminated from any further league play for non-payment of league fees.

FORFEITS

Game time is forfeit time!!

- The field supervisor's or official's watch represents the official time. Any time five players are on the field; the game must start.
- Teams with fewer than eight (8) players will be given a **forfeit**.
- The score of a forfeited game will be 7-0.
- In the event of a double forfeit each team will be credited with a loss with the score being recorded as 0-0.
- Forfeit Limits: A team which exceeds its maximum limit may be dropped from the league without a refund. Maximum limits:
 - Teams which play one game per week2 forfeits within the playing season
 - Teams which play two games per week3 forfeits within the playing season

REFUND POLICY

No refunds and/or household credit will be given unless a league has not played 50% of league games before the league is cancelled. **All refunds and/or household credits will be determined by the Athletics Department discretion.** If rule violations result in a team being removed from the league, the following refund formula will be used.

- Teams expelled between the date of registration and the beginning of their leagues first game **will forfeit 100%** of their registration fee.
- Teams expelled after the start of their first game **will forfeit 100% of fee.**

RAIN MAKE UPS

In most cases, teams will receive at least one week notice of schedule changes.

In emergencies, teams may be asked to play with less notice.

Managers will receive a rain make-up schedule through email upon games being rescheduled.

ROSTER CHECKS

BREC staff reserves the right to randomly check team rosters for player validity. The manager is responsible for keeping up-to-date team roster records. This practice can eliminate any question as to whether a team member is eligible to play. Players must present BREC staff with a form of photo identification upon request. Any player or team information which is not correct on a team's roster, and/or the use of illegal or ineligible players will result in league discipline.



PLAY-OFFS

Play-offs will consist of the top six (6) teams from each league.

Injury, Bleeding or Open Wound:

A player/substitute, manager, coach, trainer, or other team member or sports official who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.

1. If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment.
2. If excessive time is involved, the re-entry rule would apply to players.
3. If there is an excessive amount of blood on the uniform/bandage must be changed before the individual may participate.

Concussion Protocol:

Any player that exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not be returned to play.

Communicable Disease Procedures:

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential or transmission of these infectious agents should include, but not be limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all blood contaminated surfaces and equipment with a solution made from proper dilution of household bleach (CDC recommends 1-100) or other disinfectants before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles contain body fluids.

The referee shall not permit any team member to participate if in his/her judgement any item constitutes a safety concern, such as, but not limited to, a player's fingernails or hairstyles.

BREC reserves the right to re-evaluate the rules and place improvements in place for any current rules and/or violations. BREC reserves the right rule on any items not covered in the document and to expand the rule basis. Rules that are not covered in the BREC rules and operating code, will automatically defer to Rules of the Sport: Kickball and procedures.

